



## IMMEDIATE PRESS RELEASE

### ***Question Challenge Card Game* from Super Duper® Wins *Mom's Choice® Award***

Greenville, SC – September 16, 2011 - Super Duper Publications has received the 2011 *Mom's Choice Award* for its new *Question Challenge Card Game*. <http://www.superduperinc.com/products/awards.aspx>

The *Mom's Choice Awards (MCA)* set the benchmark of excellence in family-friendly media, products, and services. Each year an esteemed panel of educators, media professionals, performing artists, producers, medical and business professionals, authors, scientists, librarians, parents, and children evaluate the latest educational materials <http://www.momschoiceawards.com/learn.php>. The MCA judges score each product submission on production quality, design, educational value, entertainment value, originality, appeal, and cost.

*Question Challenge*, for children ages 6 and up, is an expressive and receptive photo-sentence based language card game that targets social skills and reasoning. Before beginning the game, the educator or parent chooses *Question Cards* from one or more of 10 topic skill areas depending upon the skill(s) the adult wants the children playing the game to practice. The topics include Staying Calm Through Self Talk, Inferencing, Determining Perspective, Cognitive Flexibility, Predicting, Intonation and Body Language, Questioning in Conversation, Social Encouragement, Stating Opinions, and Understanding Sarcasm.

To play, the first player chooses a *Challenge Card*, which indicates which student in the group will have to take the “challenge” and answer a *Question Card* (for example, the player to your left, or the player to your right, etc.). Then, the chosen player selects one of the *Question Cards*, reads it (or has it read to him/her) and answers the question. Each *Question Card* has one or more questions on it, and a full-color photo image to give the child a clue as to the situation depicted in the sentence and to suggest possible answers. If players respond appropriately to the questions, they push the electronic spinner and collect the number of tokens indicated on the spinner. At the end of the game, the child with the most tokens wins.

Kelly K., from St. Louis, Missouri, has used the game with her students. “I love this *Question Challenge* game,” she said. “The game is great for improving listening comprehension, auditory processing, question



comprehension, critical thinking skills, and social skills. I especially like the understanding of sarcasm and cognitive flexibility for children on the autism spectrum. Great product.”

The *Question Challenge Card Game* includes 300 color-coded *Question Cards* with individual photo images (3 x 3/4" x 2 3/4"); 50 *Challenge Cards* (3 3/8" x 2 3/4"); 1-3 electronic spinner (battery included); and 144 tokens. For a short video demonstrating how to play the game, go to

<http://www.superduperinc.com/products/view.aspx?pid=GB42&stid>

Super Duper Publications creates fun educational materials for children with special needs and communication or language delays. The Super Duper website offers a wide variety of products for teachers, therapy professionals, and parents to use with children in a classroom, therapy setting, and at home.

To see the full line of Super Duper products, visit [www.superduperinc.com](http://www.superduperinc.com).

